

Lake Elsinore Hotel & Casino

20930 Malaga Road

Lake Elsinore, CA 92530

(909) 674-3101

Table limits and collection fees for each game are as follows:

\$3 - 6 Hold'em	Collection \$3	(\$1.00 Jackpot Drop)
\$4 - 8 Hold'em	Collection \$3	(\$1.00 Jackpot Drop)
\$6 - 12 Hold'em	Collection \$3	(\$1.00 Jackpot Drop)
\$9 - 18 Hold'em	Collection \$3	(\$1.00 Jackpot Drop)
\$12 - 24 Hold'em	Collection \$3	(\$1.00 Jackpot Drop)
\$15 - 30 Hold'em	Collection \$3	(\$1.00 Jackpot Drop)

(7-Card Stud and 7-Card Stud High/Low)

\$3 - 6 Stud	Collection \$3	(\$1.00 Jackpot Drop)
\$4 - 8 Stud	Collection \$3	(\$1.00 Jackpot Drop)
\$6 - 12 Stud	Collection \$3	(\$1.00 Jackpot Drop)
\$9 - 18 Stud	Collection \$3	(\$1.00 Jackpot Drop)
\$12 - 24 Stud	Collection \$3	(\$1.00 Jackpot Drop)
\$15 - 30 Stud	Collection \$3	(\$1.00 Jackpot Drop)

\$3 - 6 Omaha	Collection \$3	(\$1.00 Jackpot Drop)
\$4 - 8 Omaha	Collection \$3	(\$1.00 Jackpot Drop)
\$6 - 12 Omaha	Collection \$3	(\$1.00 Jackpot Drop)

\$3 - 6 Razz	Collection \$3	(No collection for Jackpot)
\$4 - 8 Razz	Collection \$3	(No collection for Jackpot)
\$6 - 12 Razz	Collection \$3	(No collection for Jackpot)
\$9 - 18 Razz	Collection \$3	(No collection for Jackpot)
\$12 - 24 Razz	Collection \$3	(No collection for Jackpot)
\$15 - 30 Razz	Collection \$3	(No collection for Jackpot)

\$3 - 6 Lowball	Collection \$3	(No collection for Jackpot)
\$4 - 8 Lowball	Collection \$3	(No collection for Jackpot)
\$6 - 12 Lowball	Collection \$3	(No collection for Jackpot)
\$9 - 18 Lowball	Collection \$3	(No collection for Jackpot)
\$12 - 24 Lowball	Collection \$3	(No collection for Jackpot)
\$15 - 30 Lowball	Collection \$3	(No collection for Jackpot)

Pan - \$2 Kondition \$2 per hand

Pan - \$5 Kondition \$3 per hand

Blackjack - \$5 - 100 Limit 50¢ collection per hand

Pot Limit - \$6 per half hour per player

Pai Gow - \$10 - 100	Collection \$1	Banker \$2
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HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board".

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee is actually dealing). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button must move forward, and the blinds will be adjusted accordingly.

RULES OF HOLD'EM

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blinds"). If you post a blind, you have the option of raising the pot when it's your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the smaller blind is on the button.
3. A new player entering a Hold'em game, has the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving hand.
4. As a new player, you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games, players must meet their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.

7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder in the pot as "dead money". When it becomes your turn to act, you may either call the action or you may raise.
8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew from the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.
10. No live "straddle" bets are allowed.

IRREGULARITIES

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth's card place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

PLAYING THE BOARD

15. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two whole cards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8 or better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

RULES OF OMAHA

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

OMAHA HIGH-LOW SPLIT (8 or better)

Rules of Omaha High-Low Split (8 or better)

1. All the rules of Omaha apply to Omaha High-Low Split (8 or better)
2. A qualifier of 8 or better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

PAI GOW POKER

THE OBJECT OF THE GAME: The object of the game is to set 7 cards received on the deal into two separate poker hands: a two-card front hand; and a five-card back hand. The object is to have both hands rank higher than the corresponding front and back hands set by the opponent(s). Note: The front hand may not rank higher than the back hand.

THE DECK: Pai Gow poker is played with a total of 53 cards (52 cards and the Joker). The joker is wild. When used in front it denotes a pair. How the game is played: The card game is dealt on a poker style table to seven (7) players. A house dealer controls the shuffling and dealing of the cards, the collection and the payoff.

The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated banker. The remaining players will each pay their hands against the banker hand. The banker is the only opponent. The banker is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the banker. As the banker, you have the option to be the banker for two consecutive hands.

A collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the banker to shake. The sum of the dice determines where to play the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the banker as 1, 8 or 15.

When the house dealer announces, "no more bets", the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The players set their hands by making a two-card front hand and a five-card backhand. The five-card backhand must rank higher than the two-card front hand. They will then lay both hands face down separately next to their wager.

When the house dealer sees that all player's cards are down, he will announce, "all hands are set", at which time the players may not touch their cards for the remainder of the hand. The house dealer will reveal the banker cards and arrange the two hands the way the banker wants them to be set.

The house dealer will get a confirmation from the banker then proceed to open the action hand. In order for the player to win, both the two and five-card hands of the player must rank higher than both hands of the banker. If only one of the hands rank higher, it is a "push" and neither side wins. If one hand is identical in rank to the banker hand, that is a "copy", and the banker wins all "copy hands". If both hands rank lower than both banker hands, the player loses to the banker.

TRADITIONAL POKER RANKING HANDS

- | | |
|-------------------|--------------------------|
| 1. 5 Aces | 7. Straight |
| 2. Royal Flush | 8. Three of a Kind |
| 3. Straight Flush | 9. Two Pair |
| 4. Four of a Kind | 10. One Pair |
| 5. Full House | 11. High Card (Ace High) |
| 6. Flush | |

RAZZ

The lowest hand wins the pot. The format is similar to Seven-Cards Stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

RULES OF RAZZ

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The highest card starts the action with a forced bet. If the high card is tied, the force bet is determined by suit from the highest to lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of facecards, which are never announced.
5. All Seven-Card Stud rules apply in Razz except as otherwise noted.

SEVEN-CARD STUD

Seven-Card Stud is played with two downcards and one up-card dealt before the first betting round, followed by three more up-cards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

RULES OF SEVEN-CARD STUD

1. The first round of betting is initiated with a force bet by the lowest value up-card. A tie is broken by suit, with the lowest suit being the forced to bet. On subsequent betting rounds, the high hand on the board initiates the action. Ties are broken by position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for all full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 Stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth-street (second up-card), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and you are the high hand, you may bet either \$5 or \$10. If you bet \$5, any succeeding player has the option to call \$5, raise, \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealer do not announce possible straights or flushes.
6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If both holecards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low hand, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper lowcard, if at all possible. The true lowcard must bet, and the improperly designated lowcard may take back the incorrectly forced wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer re-burns,

and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed in the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your up-cards, and by doing so cause someone to act behind you (even in the heads-up situation), your hand is dead. This does not apply in check-check situation or a bet and call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card face up to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card face down. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating or the wagering of being declared all-in.
 - b. If there are only two players remaining and the first player's final downcard is dealt face up, the second player's final downcard will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt face down and the opponent's final card is dealt face up, the player with the exposed card will have the option of declaring all-in. This decision must be made prior to any action on that round.

In any of the above situations, the player who is now high on the board using all the up-cards will start the action.

18. If you call a bet even though you are beaten by an opponent's up-cards, you are entitled to a Refund.

7-CARD STUD HIGH-LOW SPLIT (8 OR BETTER)

Seven-Card Stud high-low split (8 or better) is a stud format game, which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

RULES OF SEVEN-CARD STUD HIGH-LOW SPLIT (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high low split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
4. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in the pot, the chip goes to the high hand. If two players split the pot by tying for both the high hand and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split the half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for Seven-Card Stud apply to Seven-Card Stud high-low split (8 or better) except as otherwise noted.

LOWBALL

Lowball is Draw Poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit poker, the best doubles after the draw (unless otherwise posted). The most popular forms of Lowball are ace-to-five Lowball (also known as California Lowball), and deuce-to-seven Lowball (also known as Kansas City Lowball). In ace-to-five Lowball, the best hand is 5-4-3-2-A and in deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For further description of the forms of Lowball, please see the individual section for each game.

RULES OF LOWBALL

All rules governing "kill pots" are listed in the kill pots section.

1. Cards Speak: Cards read for themselves. However, a verbal declaration in regards to a player's hand is binding. For example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead, and the best remaining hand wins the pot. For your own protection, always hold your hand until you see your opponent's cards.
2. Any player spreading a hand with a pair in it must announce "pair" or risk loses the pot if it causes any other player to foul a hand. If two or more hands remain intact, the best hand wins the pot.
3. In ace-to-five Lowball, the best hand in any 5-4-3-2-A. Straights and flushes do not count against your hand.
4. The joker is considered to be the lowest card not present in your hand.
5. As a new player, you have two options:
 - a. To wait for the big blind.
 - b. To kill the pot(double the limit for that hand by posting double the amount of the blind).
6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.
7. Half a blind or more constitutes a full blind.
8. If a player fails to take the blind, you may only be dealt in on the blind.
9. In multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats, In this situation, you will be dealt in when your position, in relationship to the blinds, entitles you to a hand.
10. In limit ace-to-five Lowball, before the draw, an exposed card higher than a seven must be replaced after the deal has been completed. The first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are not considered exposed cards and replaced.
11. Any player may draw up to five consecutive cards.
12. Five cards constitute a playing hand; more or fewer than five cards after the draw constitutes a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if the action has taken place. If action has been taken, you are entitled to the draw to receive the number of cards necessary to complete a five-card hand.

13. You may change the number of cards you wish to draw, provided:
 - a. No cards have been dealt off the deck in response to your request (including the burn card).
 - b. No player has acted on his or her hand based on the number of cards you have requested.
14. If another active player asks you how many cards you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obligated to respond and the dealer cannot respond.
15. In limit play, a bet and six raises is allowed in all multi-handed pots.
16. In limit play, check-and-raise is not permitted.
17. The minimum opening bet is the size of the large blind (unless otherwise posted). For example: In a \$30-\$60 limit game where blinds are \$10-\$20, and \$30, you open for \$30 or \$60 before the draw.
18. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.
19. In limit play, if you check on seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.
20. In ace-to-five Lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

RULES OF DEUCE-TO-SEVEN (KANSAS CITY LOWBALL)

In deuce-to-seven Lowball, otherwise known as Kansas City Lowball, the worst conventional poker hand wins. (An exception is that 5-4-3-2-A is not considered to be a straight, but rather, an A-5 high. So it beats other A-high hands and pairs). The game is played with a 52-card deck; no joker is used. Unlike California Lowball, straight and flushes do count against you, and an ace is considered as a high value only. Therefore, in this game, the best hand is 7-5-4-3-2, not all of the same suit. Check-and-raise is permitted on any hand.

RULES OF DEUCE-TO-SEVEN

The rules for deuce-to-seven Lowball are the same as those for ace-to-five Lowball, except for the following differences:

1. The best hand is 7-5-4-3-2-of at least two different suits. Straights and flushes count against the value of your hand, and aces are considered high only.
2. Before the draw an exposed card of 7,5,4,3, or 2 must be taken. Any other exposed card including a 6 must be replaced.
3. Check-and-raise is permitted on any hand after the draw.
4. A bet and six raises is allowed in any multi-handed betting round.

RULES OF NO-LIMIT AND POT-LIMIT LOWBALL

1. All the rules for no-limit and pot-limit Poker (see no-limit and pot-limit Poker section) apply to no-limit and pot-limit Lowball. All other Lowball rules apply, except as noted.
2. In no limit ace-to-five Lowball, the player must take an exposed card of A,2,3,4, or 5, before the draw and any other card must be replaced. In deuce to seven Lowball, a 2,3,4,5,or 7 must be

taken, and any other card including a 6 must be replaced. After the draw, any exposed card must be replaced.

3. After the draw, a player may check any hand without penalty.
4. Check-and-raise is permitted.

Caribbean Stud Poker

Exhibit # A

The game is played on a blackjack -like table with up to eight spots. A standard 52- card is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table .The player/dealer hand must qualify to play.

If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style 8 hands table.
- 4) At the start of the game, the player/dealer position will be offered to players from seat # 1.
- 5) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 6) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
- 7) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 8) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.
- 9) Players must place Ante prior to receiving their hand.
- 10) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or

b) Call with a back *Call Bet* twice the *Ante*.

- 11) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .
- 12) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.
- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 14) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.
- 15) There is no draw or discard for all hands.
- 16) If a player receives no action, no rebate, refund in any form will be given to the players.
- 17) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
- 18) If the player/dealer hand qualifies all identical hands is push (tie).
- 19) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank

and no pair is the lowest.

20) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extend that player/dealer wagers covers in this order on every seat in the following order:

Front bet (Ante)

Back bet (Call Bet)

21) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

PLAYER/DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player .

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player/dealer's wager

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
\$5- \$50	\$1	50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

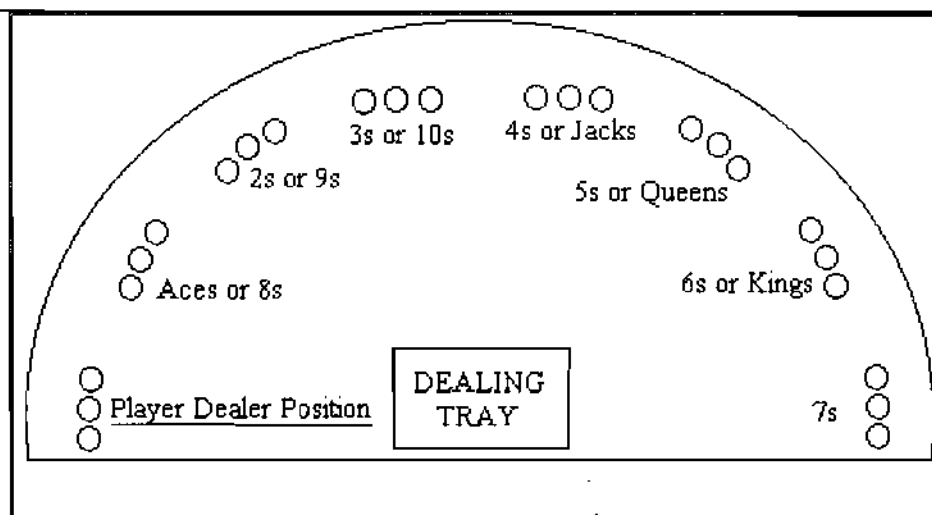
Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one .The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER IS REPRESENTED BY	
Player /dealer's position	0

2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s



GLOSSARY

- Ante: The mandatory wager that players make to get their five cards.
- Fold or Surrender: Forfeiting the original Ante, after players see their five cards.
- Bet: An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.

Required Elements for Game Rules

CARIBBIAN STUD POKER

1. Collection is collected from each bet from players and player/dealer prior to start of each round of play.

Table Limits	Player/dealer	Player
\$5-\$ 50	\$ 1	50 c
\$10- \$ 100	\$ 2	\$ 1
\$50- \$ 300	\$ 3	\$ 2

2. Wagering conventions: \$5-\$50 for Ante Bet; \$10-\$100 Call Bet.
3. Type of cards used: Standard 52 card deck; one deck is used.
4. This game does not use jokers.
5. The player /dealer position is been offered to all seated or active players in rotation from seat #1 from start of the game.. The player/dealer position rotates in a systematic and continues way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.
6. Winning events are determined as follows: Players automatically wins the Ante bet (even money) when the dealer does not have a qualifying hand. Or if the dealer has a qualifying hand and the player's hand is a higher ranking hand, the player wins the Ante bet (even money) and the Call Bet (paid according the payout schedule).

7. N/A

8. Betting scheme: Each player plays a round by first making an Ante Bet. The player must then decide whether they are going to fold and forfeit their Ante Bet, or they must decide to play their hand and make a Call Bet which is 2 times the Ante Bet to finish their hand and stay in the game.

9. In the event of a Tie: A Tie results in a push no win/no loss for the player.

DRAW POKER (JACKS OR BETTER)

All five-card jacks-or-better Draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as or as any card that completes a straight, flush, or straight flush. All limit five-card Draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

In all Draw Poker games, check-and-raise is permitted, and a bet and six raises is allowed in multi-handed pots.

Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces is the best possible hand (four aces and joker).

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. Any player who has legally declared the pot opened must prove openers in order to win the pot.
4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players will call the opening bet, or all action is completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the floorman's discretion.
7. Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.
8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could possibly have had openers when your final hand is compared with your discards, you will lose the pot.
9. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw a royal flush, and in doing so, you have retained openers (ace, joker).
10. After the draw, if you call the openers bet and cannot beat openers, you will not get your bet back.
11. The joker may only be used as ace, or in straights, flushes, or straight flushes.

12. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.
13. Any player may draw up to five consecutive cards.
14. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if the action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five-card hand.
15. If another active player asks you how many cards you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obligated to respond and the dealer cannot respond.
16. You may change the number of cards you wish to draw, provided:
 - a. No cards have been dealt off the deck in response to your request.
 - b. No player has acted in any way on his or her hand based on the number of cards you have requested.
17. Cards that are exposed face up by the dealer before the draw must be kept.
18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
19. Checking and raising is permitted.
20. A maximum of a bet and six raises is permitted in multi-handed pots.
21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.
23. Even if you are all-in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all-in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy-in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.
24. You have the right to pay the ante (whether single or multiple) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.
25. If an all-in player playing for just the antes has declared the pot open, all callers must come in for the full opening bet.
26. If you have only a full ante and no other chips on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips.

NO BUST

• BLACKJACK

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

P L A Y E R S

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft&Hard 20</u>		<u>14</u>
<u>Soft&Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total "Natural 22".
- "Natural 22" is two Jokers, two Aces, and an Ace-Joker, and beats all other hands.

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**

3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
6. Player's Joker-Joker, Ace-Ace, and Ace-Joker pays 3 to 2.
7. Players can surrender on their first 2 card, and forfeit half of their wager, unless the player-dealer's up-card is an Ace.
8. If the player -dealer's hand is a natural, double down and split wager receives no action.
9. All pay-off to the extend that player/dealer's money covers.

ADDITIONAL GAME RULES

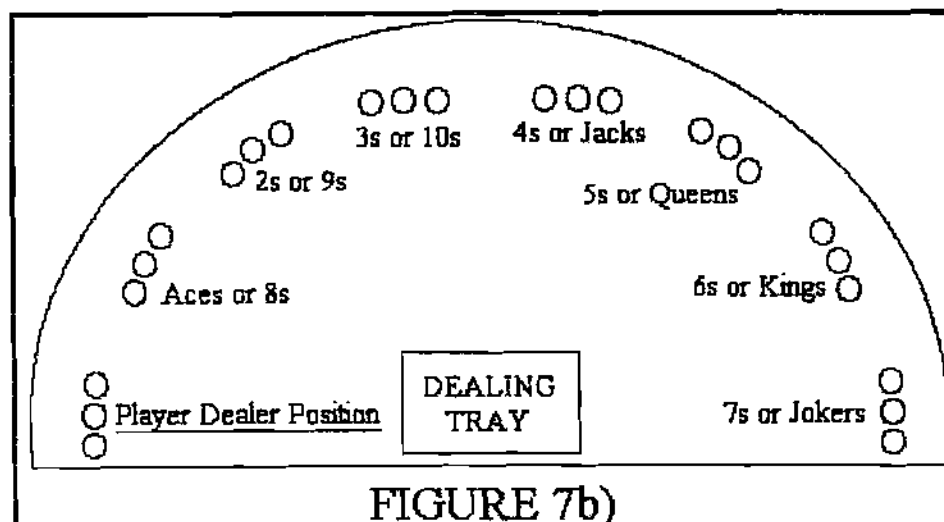
1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.

4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard six decks of 52 cards with one joker per deck.
6. The game plays on a blackjack style 8 hands table.
7. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
8. Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
9. Backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

11. PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player/ dealers.

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a "Bonus" card and an Ace on the initial two cards dealt. This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "W" bonus cards, four "X" bonus cards, four "Y" bonus card, and four "Z" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 3 to 2.
- One "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "W", "X", "Y" and "Z"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

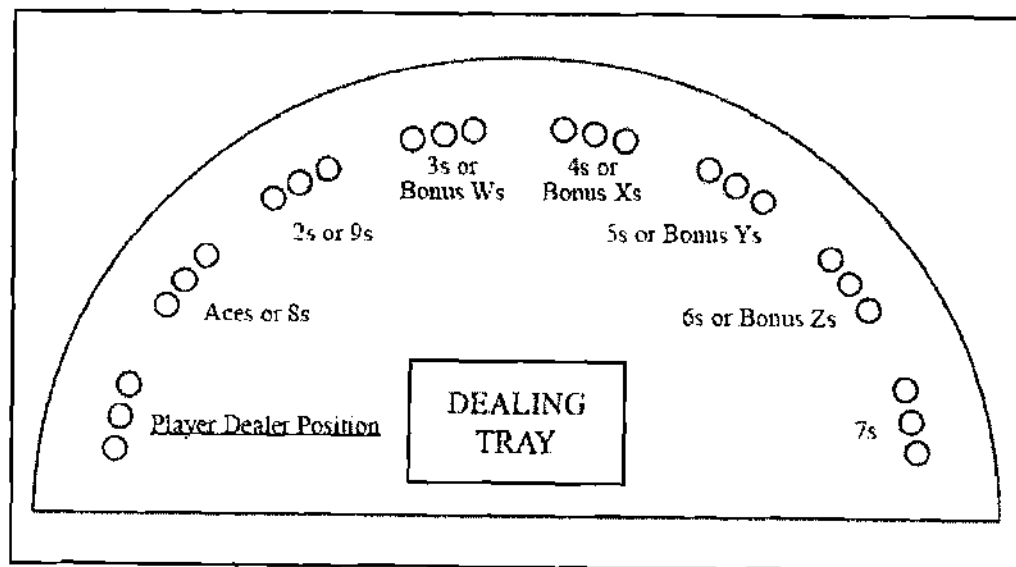
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

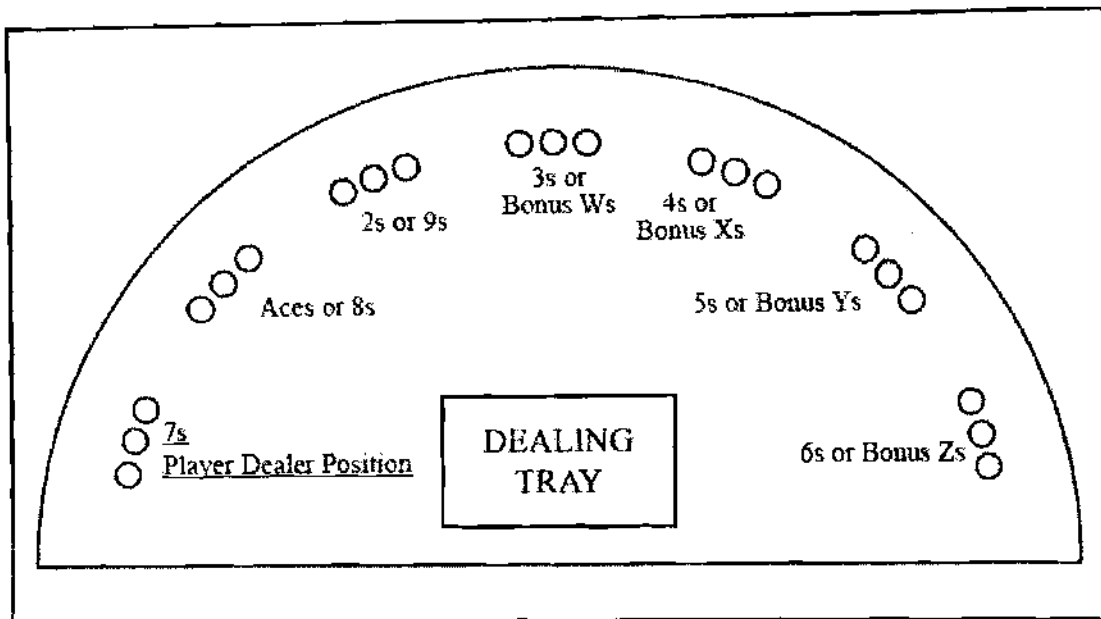
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

DIAGRAM #1

EIGHT-HANDED TABLE

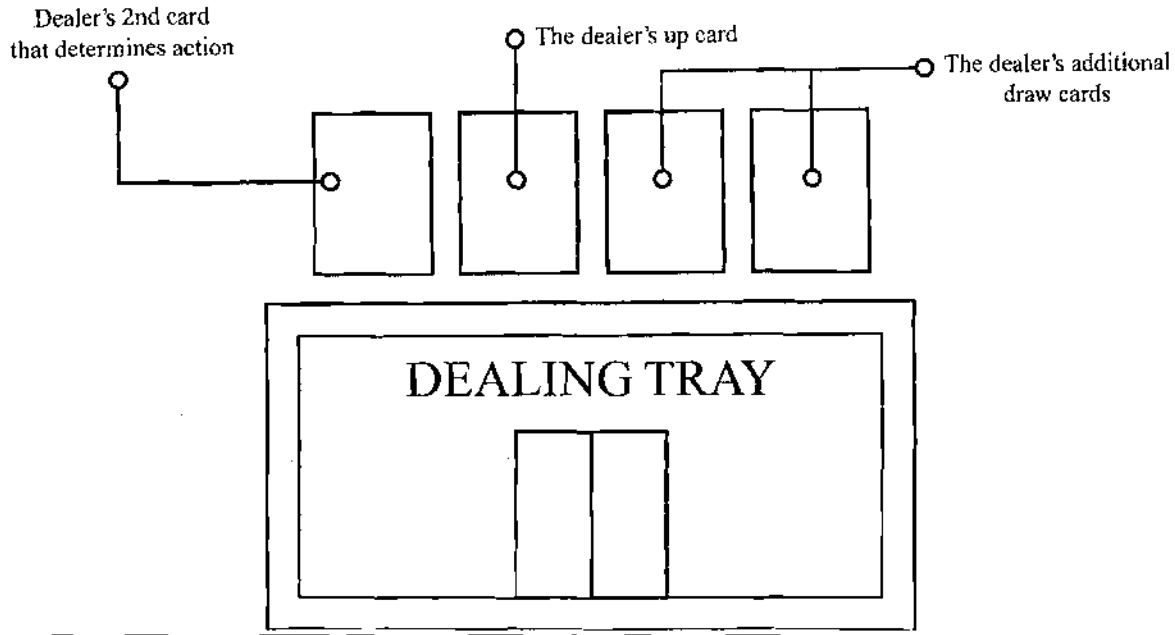


SEVEN-HANDED TABLE



12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Hard 19 or more
(may split two Bonus Cards)

Must Hit on

Hard 11 or less

Have Option on

All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - A) If the Player's and the Player/Dealer's cards match exactly, the hand is a push or tie. Examples of this are: If the Player's hand is 9, 8, 6 (23 total) and the Player/Dealer's hand contains a 9, 8, and 6 or if the Player's hand is Bonus Card, 6, 9 and the Player/Dealer's hand contains a Bonus Card, 6 and 9.
 - B) If the Player's cards and the Player/Dealer's cards do not match exactly, the Player/Dealer wins.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a

second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

OPTIONS

The following options are available for individual casinos to cater to the needs of their customers:

- Over 21.5 Options (when both the Player and Player/Dealers total is more than a PURE 21.5 BLACKJACK)

Over 21.5 Variation #1:

- a) Player and Player/Dealer both have the same (over) total- **Player/Dealer wins**
- b) Player's (over) total is closer to 21.5 than the Player/Dealer's (over) total- **Push**
- c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total- **Player/Dealer wins**

Over 21.5 Variation #2

- a) Player and Player/Dealer both have the same (over) total- **Push**
- b) Player's (over) total is closer to 21.5 than the Player/ Dealer's

- (over) total – **Player/Dealer wins**
c) Player/Dealer's (over) total is closer to 21.5 than the Player's
(over) total – **Player/Dealer wins**

- Bonus card Options

10's Version – The four "W" Bonus Cards are removed from the deck and replaced by four 10's. An Ace and a Ten (10) dealt to a Player on the first two cards would be worth 21 not 21.5. A Bonus Card and a 10 can be split.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Lake Elsinore Hotel & Casino

20930 Malaga Rd.
Lake Elsinore, CA 92530
(951) 674-3101

PAN (Panguingue)

NUMBER OF PLAYERS: Several, Best for 6,7 or 8 players.

THE DECK: 320 cards, 8's, 9's, 10's and Jokers are omitted. Chips are used for settlement.

RANK OF CARDS: Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, A. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

THE DRAW: A portion of the deck is shuffled and spread face down. Each player draws a card. Lowest card deals FIRST hand. If two or more players tie for low, they draw again.

THE SHUFFLE: The player at dealer's left shuffles. After each hand, the discards are shuffled with a portion from the BOTTOM of the deck, to which position these cards are then restored.

THE DEAL: The rotation of dealing and playing is to the right, not to the left as in most games. The winner of each hand is the "winning" hand for the next and the player at his left deals. The dealer gives each player ten cards, in two rounds of five at a time, beginning with the player at his right. For the deal, he takes cards from the top of the deck, taking more if needed or restoring any excess to the top of the deck. The top card of the deck is laid face up beside the deck, to start the discard pile.

GOING ON TOP: Before play starts, each player beginning with the "winning" hand declares whether he will stay in the play or retire. If he retires, he discards his hand and pays a forfeit, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so they may not be drawn into play. The forfeits (called "tops") go to the player who goes out.

THE PLAY: Starting with players to the right of the dealer, each in turn draws one card, either top of the deck or the top card of the discard pile. If he takes the top card of the deck, he must immediately use it in a meld or discard it. He may draw from the discard pile only if (1) the top card of the discard pile was drawn from the deck and discarded by preceding player and (2) he can immediately meld this card in a combination.

After drawing and before completing his turn by discarding one card face up, player must meld as many sets as he holds, or add to his existing melds.

The object of play is to meld ELEVEN cards, and the first player to do so wins the game.

MELDS: Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes") and sets.

SEQUENCE: Any three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4; or of the same suit, as club QQQ. In addition any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A. (Aces and kings are called non-comoquers.)

CONDITIONS: Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player, as follows:

All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value." Cards of other rank are non-valle.

The conditions are:

1. Any set of valle cards, not in same suit, 1 chip.
2. Any set of valle cards, in the same suit, 4 chips in spades, 2 chips in any other suit.
3. Any set of non-valle cards, in the same suit, 2 chips in spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in spades, 1 chip in any other suit.

INCREASING: A player may add one or more cards to any of his melds, provided the character of the meld is preserved. To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the same rank and suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half value is paid for addition to a set of three value cards in the same suit (2 chips in spades, 1 chip in any other suit).

One meld may be split into two by addition of cards, provided that two valid melds result. For example: Diamond J, 7, 6, 5 may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, player collects for this condition, 2 chips in spades, 1 chip in any other suit. Example: The player has melded four 4's, one of each suit; by adding two more 4's of the same suit he makes two valid melds, one of them a condition.

BORROWING: A player may take a card from one of his increased melds to make a new meld, provided he leaves a valid meld. For example: from Club 7, 6, 5, 4, he may borrow either the 7 or 4, but not the six or five.

FORCING CARDS: If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination.

GOING OUT: When a player shows eleven cards in melds, he collects 1 chip from every other player and also collects all over again for each condition in his cards. (Some play that a hand which has made no melds when another wins must pay 2 chips.)

When a player has all ten cards spread, the player at his left may not discard a card that puts his right hand opponent out, unless the player at the left has no other possible choice.

IRREGULARITIES: If, before he has made his first draw, a player finds he has less than ten cards, dealer will serve him the additional cards required from the center of the deck. If player has more than ten, dealer withdraws excess cards from player's hand, putting such cards among the discarded hands of retired players.

If player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he has made for conditions. In addition he must continue to make due payments to others for conditions and for winning.

INCORRECT MELD: If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made in consequence of the improper spread and legally proceed with his turn. If he has already discarded, he must return all collections he has made on that hand, discard his hand, and retire from the play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he has made the meld valid before attention is called to it, there is no penalty.

OBJECT OF THE GAME

The object of Three Card Poker is for the Player to try to beat the Player/Dealer in a three-card poker game, using the following rankings.

1. Straight Flush
2. Three of a Kind
3. Straight
4. Flush
5. Pair
6. High Card

ROUND OF PLAY

1. Three Card Poker is played on an industry standard blackjack style table.
2. An industry standard 52-card deck is used.
3. All tables will have signage that denotes the name of the game, minimum and maximum wagers allowed, and collection fees for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. The game is played with up to eight players, including a Player/Dealer. A house dealer, employed by the casino, will deal the game.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the

collection fees and drop them into a locked collection box affixed to the gaming table.

7. Players must make an Ante wager and pay a collection in order to be dealt in. Each player receives three cards face down. The Player/Dealer's cards are placed in front of the house dealer, who will turn one of the Player/Dealer's cards face up.
8. After the Players inspect their hands they have one of two options:
 - a. Fold the hand and forfeit the Ante wager.
 - b. Stay in the game by making a Play wager (an additional wager equal to the Ante wager)
9. After all of the Players have had a chance to either fold or make a Play wager, the Player/Dealer's hand is opened.
 - a. If the is Queen High or better the Player/Dealer qualifies. The house dealer will immediately stack each Player's Play wager atop the Ante wager.
 1. If the Player's hand beats the Player/Dealer's hand the Player is paid even money.
 2. If the Player/Dealer's hand beats the Player's hand the Player/Dealer wins.
 3. If the Player and the Player/Dealer have the exact same hand it is a push.
 - b. If the Player/Dealer's hand is less than Queen High the Player/Dealer does not qualify, all Play wagers receive no action.
 1. The house dealer will immediately refund all Play wagers.
 2. All Ante wagers that were not surrendered by folding will then be paid even money regardless of hand ranking, whether they can bet the Player/Dealer's hand or not.
10. All wagers receive action to the extent that the Player/Dealer's wager covers.
11. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank, and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

BONUS WAGER

An optional Bonus Wager Collection may be placed on the Bonus Spot. This collection must be placed before the initial deal and is a separate Bonus Wager Collection that

enables a Player's hand to be eligible for the Bonus Jackpot pay. The Bonus Wager Collection does not involve any comparison with the Player/Dealer's hand. A Bonus Wager Collection payout table follows.

1. Royal Flush – 200 to 1
2. Straight Flush – 40 to 1
3. Three of a Kind – 30 to 1
4. Straight – 6 to 1
5. Flush – 3 to 1
6. Pair – 1 to 1

COLLECTION RATES AND LIMITS OFFERED

Table Limit/Spot \$2-\$50 \$300 max/seat

Player Collection per Spot	
\$2 to \$4	\$0.25
\$5 to \$50	\$0.50

Player/Dealer Collection	
When Total Bets => \$51	\$1.00

Table Limit/Spot \$5 - \$50 \$600 max/seat

Player Collection per Spot	
\$5 to \$50	\$0.50

Player/Dealer Collection	
When Total Bets \$51<>\$100	\$1.00
When Total Bets => \$101	\$2.00

Table Limit/Spot \$10-\$100 \$1,000 max/seat

Player Collection Per Spot	
\$10 to \$100	\$1.00

Player/Dealer Collection	
When Total Bets \$51<> \$100	\$1.00
When Total Bets => \$101	\$2.00

Table Limit/Spot \$50-\$300 \$2,000 max/seat

Player Collection per Spot	
\$50 to \$300	\$2.00

Player/Dealer Collection	
When Total Bets \$101<>\$500	\$3.00
When Total Bets => \$501	\$5.00